AMENDMENT TO THE CLAIMS

1. (Previously Presented) A network architecture for a video communications system, comprising:

a server for receiving login data for a video communications (VC) session from a plurality of participants, each participant being associated with a client machine;

a controller configured to control the VC session based on the login data; and

a plurality of geographically-dispersed reflectors;

the plurality of reflectors each being configured to service one or more client machines based on a network proximity between the reflector and the client machine;

the controller being operable to configure one or more of the reflectors based on the login data for the purpose of routing audio/visual (AV) data between two or more client machines.

2. (Previously Presented) The network architecture of claim 1, wherein at least one of the reflectors is co-located with at least one of the client machines.

3. (Original) The network architecture of claim 1, further comprising a video communications client program operating on a participant's client machine, where the client program includes an audio/visual viewer configured to display the audio/visual signal received from the reflector.

4. (Original) The network architecture of claim 3, wherein the audio/visual viewer comprises a codec for compressing and decompressing video images and sound.

5. (Original) The network architecture of claim 3, wherein the reflector can direct a peer-to-peer connection between the audio/visual viewers of the participants.

6. (Previously Presented) A method for distributing a video communications session over a network to a plurality of client machines, comprising the steps of:

receiving a request for the video communications session;

assigning a controller for the video communications session request;

using the controller to configure a plurality of geographically-dispersed reflectors to route audio/visual (AV) data between a plurality of client machines, wherein each of the reflectors is assigned to one or more of the client machines based on a network proximity between the reflector and the client machine; and

transmitting AV data between the plurality of client machines using the configured reflectors.

7. (Previously Presented) The method of claim 6, wherein the step of transmitting AV data between the plurality of client machines further comprises compressing the AV data.

8. (Previously Presented) The method of claim 7, further comprising the steps of:

receiving the audio/visual data at one of the client machines;

decompressing the audio/video data at the one client machine; and

displaying the audio/video data signal at the one client machine.

9. (Previously Presented) The method of claim 7, wherein the compressing step occurs at one of the client machines.

10. (Currently Amended) The method of claim 6, further comprising: ~~A method for distributing an audio/visual processor to a client machine of a VC session participant over a network, comprising the steps of:~~

receiving a login request from a VC session participant;

determining a ~~the~~ VC session in which the participant will participate based on the login request;

evaluating the performance of audio/visual processors over a ~~the~~ network implementing the VC session; and

downloading an ~~the~~ audio/visual processor to each participant of the VC session based on the audio/visual processor evaluation.

11. (Original) The method of claim 10, wherein the audio/visual processor comprises a codec for compressing and decompressing video images and sound.

12. (Original) The method of claim 10, further comprising the step of:

removing the audio/visual processor from the client machine after the VC session is complete.

13. (Currently Amended) The method of claim 6, further comprising: ~~A method for delivering a ticket to a participant participating in an online event, comprising the steps of:~~

setting a time and date for an ~~the~~ online event;

retrieving a list of participants in the online event from a first user;

~~assigning a controller to host the event;~~

generating a digital ticket for each of the participants on the list such that the ticket includes a reference to the time, date, and controller; and

distributing the digital ticket to each participant.

14. (Original) The method of claim 13, wherein the distributing step comprises sending an email to each participant.

15. (Original) The method of claim 13, wherein the ticket comprises a URL having an individual code for each participant.

16. (Original) The method of claim 15, wherein the URL passes a set of codes to a CGI script.

17. (Currently Amended) The network architecture of claim 1, wherein the network architecture includes an ~~An~~ audio/visual viewer, the audio/visual viewer comprising:

a network interface configured to receive audio/visual signals from a plurality of participants;

a codec for compressing and decompressing audio/visual signals;

a mixer for mixing the audio signals transmitted from a plurality of participants; and

a video display for displaying the video signals transmitted from a plurality of participants such that the video display simultaneously displays each visual signal from each participant of the plurality of participants.

18. (Original) The audio/visual viewer of claim 17, further comprising a time stamp configured to stamp a time to each participant's audio and video signals.